

THE HOMEGUARDSMAN'S VADE MECUM

Leads on the Table under

WAR GASES



SPRAYS

GAS ALARM SIGNALS

TRENCH OR

WOODEN RATTLE :

This is now the only gas alarm signal and is used for warning of every gas except SPRAY from aircraft, which has the verbal warning "SPRAY" by local commanders and sentries.

RINGING HANDBELL : All Clear.

If you hear an INDIVIDUAL ALARM, pass it on. Yell "Gas" or "Gas Spray."

*This leaflet must be carried on duty by every
Homeguardsman and **learnt by heart.***

USES OF PERSONAL ANTI-GAS EQUIPMENT

1. **Respirator.** When facepiece is put on, it gives protection to eyes and lungs against any known war gas.
2. **Cape—Anti-gas.** When adjusted in the worn position, gives protection against air spray. Large drops of Mustard Gas will penetrate the cape in $1\frac{1}{2}$ hours, and of Lewisite gas in 45 minutes.
3. **Eyeshields.** When worn over the eyes, protect them from air spray. Should always be worn in the open when spray is likely to be used.
4. **Detectors—Individual.** Tell you :—
 - (a) If you have been hit by gas spray.
 - (b) The size of the drops of gas spray. Large drops run down the detector. Small drops do NOT run down the detector.
 - (c) Minimum size of large drops :



5. **Ointment, Anti-gas No. 2.** When applied AT ONCE after being hit by blister gases (Mustard, Lewisite, Dick) and rubbed into the skin for one minute, will prevent blisters from forming.

Do NOT apply ointment—

once the skin has turned red ;

in open wounds ;

on unexposed skin, i.e., parts of the body covered by clothing ;

in the eyes.

6. **COTTON WASTE.** To remove surplus of Mustard or Lewisite or Dick before applying anti-gas ointment No. 2.

ACTION TO BE TAKEN IF SPRAYED WITH BLISTER GAS FROM THE AIR

1. On hearing a Gas Alarm or "Gas Air Spray" by word of mouth, or on seeing a liquid falling like a spray from an enemy aircraft (a) put on your eyeshield (if not already on); (b) take cover if possible; (c) LOOK at Detectors Individual worn on the upper arm, to see if you have been hit with air spray.
2. If you have NOT been hit, put your anti-gas cape in worn position and take on enemy aircraft with small arms fire if within a range of 1,500 ft.
3. If you have been hit by spray, your Detectors Individual will show red spots. If the spots are SMALL and do not run down detector, apply ointment to all exposed skin. Your clothes will weather. Do NOT lower your cape. If LARGE spots run down the detector, do NOT lower cape. You will have to change your battle dress within 10 minutes and decontaminate, providing action conditions allow.

PERSONAL DECONTAMINATION :

1. **Cotton Waste** : Remove with cotton waste any free liquid on exposed skin.
2. **Ointment** : Rub ointment vigorously for one minute into exposed skin.
3. **Eyeshields** : Prepare a fresh eyeshield for use and then remove the contaminated eyeshields and put on the new one.
4. **Clothing** : Change badly contaminated clothing, or cut out contaminated parts. Rub ointment into any skin where liquid has penetrated clothing.
5. **Detectors** : Change individual detectors.
6. **Ointment** : Rub ointment into the hands again for one minute.

DECONTAMINATION OF YOUR WEAPONS :

1. Rub ointment on hands.
2. Remove and put sling into the bags for contaminated clothing.
3. Swab off any surplus of mustard.
4. Rub ointment in wood and allow to stand for 10 minutes, then wipe off. Rub ointment into metal for one minute, then swab off. (N.B.—Metal may also be wiped with rag soaked in petrol which must then be burned.)
5. Re-oil metal.
6. Rub ointment into hands.

WAR GASES. PERSISTENT (P)—slowly evaporating

GAS	TYPE	HOW DETECTED
<i>Choking Gases</i> Phosgene	NP	Smell of musty hay.
Chlorine	NP	Yellow-greenish colour. Smells like bleach or chloride of lime.
<i>Nose Gases</i>	NP	By effects produced in body in 3 to 5 minutes. Usually seen as a thin cloud. Also used in bombs and shells.
<i>Tear Gases</i>	P & NP	By effects in eyes produced immediately.
<i>Blister Gases</i> Mustard gas	P	Yellow or brown, oily liquid, which gives off an invisible vapour; smells like garlic or onions. All detectors ("Individual" and "Paint") turn RED when in contact with the liquid.
Lewisite	P	Oily liquid, pale yellow or colourless. Gives off invisible vapour which smells like geraniums. All detectors react as for mustard gas.
Dick	P	Colourless, oily liquid. The vapour affects nose and head like the nose gases, but is immediate in its effect. Liquid gives a stinging pain in skin. Not likely to be sprayed from aircraft, because it is too volatile. More likely to be used in gas-shells or gas-bombs.
Arthur or Arsine	P & NP	Either an invisible gas (NP) in shells, bombs, etc., or a grey powder (P) which in contact with moisture gives off the gas. Gas turns Detector paper Type A from White to YELLOW or BROWN.

N AND FIRST AID.

FIRST AID

1. Adjust respirator, or, if lost, put wet cloth over face.
2. Make casualty a stretcher case—give warm, sweet tea and keep warm.
3. No alcohol. No smoking. No artificial respiration.
4. Transfer to nearest medical post.

1. Adjust respirator.
2. Give alcohol.
3. Do NOT evacuate to medical services. Recovery in one to two hours.

NOTE.—After respirator has been put on, symptoms tend to become worse, BUT KEEP RESPIRATOR ON.

DOUCHE for nose and tear gases, if situation permits : one tea-spoonful bi-carbonate of soda or salt in 1 pint of water. Draw douche up nostrils.

1. Adjust respirator.
2. Do NOT evacuate to medical services.
3. Douche eyes.

LIQUID

EYES : Wash out for 10 minutes with water and evacuate to medical services.

SKIN : Swab off surplus and apply ointment No. 2 or bleach paste.

BLISTERS—*Mustard*—Do NOT prick but cover with dressing.

Lewisite and Dick—Prick with sterile needle or pin, squeeze out liquid and cover with sterile dressing.

VAPOUR

EYE AND LUNG : Immediate evacuation to medical services.

SKIN : Wash with soap and water and change clothing where possible.

Do NOT use ointment No. 2 or Bleach if the skin has started to redden.

1. Adjust respirator.
2. Make casualty a stretcher case, give hot, sweet tea or similar liquid, and keep warm.
3. Transfer to nearest Medical Post as soon as possible.

TAKE CARE OF YOUR RESPIRATOR

A properly fitted respirator gives complete protection to eyes, nose, throat and lungs against all gases, if you take care of it and know how to use it.

1. Avoid getting water into the container as this destroys the chemicals inside it.
2. Adjust and remove your respirator as taught in respirator drill—this prolongs its life.
3. Always return your facepiece the correct way, as otherwise you will damage the facepiece and connecting tube.
4. Wipe out the facepiece after use.
5. The CIVILIAN RESPIRATOR must always be removed by drawing the head harness forward off the head. Only the CIVILIAN DUTY, and SERVICE RESPIRATORS are removed from the chin by inserting two fingers of right hand.
6. The normal slung position is across the body, with sling over right shoulder.

REMEMBER

1. ANTI-DIM the eye-pieces after use and before you put your facepiece away. It will be too late to start anti-dimming when gas is detected or the gas alarm is sounded. As an anti-dim substitute, a film of toilet soap (no other kind) smeared on eye-pieces with a wet finger will last about 1 week.
2. Don't wait for someone to shout "gas" or for the alarm to be given by the rattle or siren. Put your facepiece on as soon as you yourself smell gas, and give the warning.
3. HOLD YOUR BREATH while you put on your facepiece; breathe out hard to expel any gas, then resume normal breathing.
4. Always test for gas before taking your facepiece off, by taking a deep breath and inserting two fingers of right hand under facepiece; lift slightly and sniff gently.
5. Spectacles must not be worn with respirator except with specially made frames; if worn, lenses must be anti-dimmed *both* sides.